Sega Sports NBA2K3 Instruction Manual – PlayStation 2

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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
• This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
• Do not bend it, crush it or submerge it in liquids.
• Do not leave it in direct sunlight or near a radiator or other source of heat.
• Be sure to take an occasional rest break during extended play.
• Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Note: For an official diagram of the PlayStation 2, including button configurations on the controller and the system, see pages 2 and 3 of the NBA 2K3 Manual included with your game.

GETTING STARTED
1. Turn OFF/ON the POWER Button on the back of your PlayStation®2 Game Console.
2. Make sure an analog controller (DUALSHOCK®2) is plugged into the PlayStation 2 Game Console.
  • If you're playing against friends, plug additional analog controller (DUALSHOCK®2) into the PlayStation 2 Game Console.
  • In order to save your game progress, make sure a memory card (8 MB) (for PlayStation 2) is inserted into Memory Slot 1.
3. Insert the NBA 2K3 game disc into the optical disc drive.
4. Turn ON the POWER Button on the front of your game console. The PlayStation 2 screen appears.
  • If the PlayStation 2 screen does not appear, begin again at step 1.

<u>Title Screen</u>
Once you're up and running, the NBA2K3 Title screen will appear.

  • To go directly to the Main Menu, press **START**. (See Main Menu on page 6.)

<u>Progressive Scan for HDTV</u>
Users can take advantage of their HDTV this year by playing NBA 2K3 in 480p Progressive Scan.

To enable this mode:

1. Make sure the composite video cable is connected from the PlayStation 2 Game Console to the HDTV.
2. Set your HDTV to Progressive Mode (480p or DTV).
3. Turn on the PlayStation 2 Game Console and insert the NBA 2K3 disc.
4. Press and hold the ⬜, **X**, **O**, and ∆ buttons during the PlayStation 2 logo screen and wait until a confirmation window appears.
5. Select YES to load NBA 2K3 in 480p mode.
6. Select NO to load NBA 2K3 on a NTSC TV.

Warning: Enabling 480p progressive scan mode on a TV that does not support 480p may harm your Television!

DEFAULT COMMAND SUMMARY

OFFENSE
Left Analog Stick/D-Pad – Run/Dribble
✱ Button – Pass
⬜ Button – Shoot/Rebound
O Button - Crossover Dribble
∆ Button - Display Passing Icons
* press corresponding button to pass to player
L1 Button – Back-down the Defender
R1 Button – Turbo/Speed Burst
L2 Button – Toggle Pivot Mode
R2 Button – Access Offensive Play Menu
* press corresponding button to select offensive play
L3 Button – Call for Pick
R Stick – Pass in Direction of Stick
R3 Button – Fake Pass

DEFENSE
Left Analog Stick/D-Pad – Run
✱ Button – Switch Player
⬜ Button – Block Shot/Rebound
O Button – Steal Attempt
∆ Button - Display Switch Icons
* press corresponding button to switch to player
L1 Button – Face-up the Ball Handler
R1 Button – Turbo/Speed Burst
L2 Button – Call for Double Team
R2 Button – Access Defensive Play Menu
* press corresponding button to select defensive play
∆ Button, then **L3** Button – Switch to Last Player Back
R3 Button – Intentional Foul

ON THE COURT

When both teams are on the court, the arena announcer introduces the starting five for each team. Following player intros, the teams line up for the opening jump.

- To bypass player intros and go straight to Tip off, press ⬜ Button.

Note: The controls described in this section are defaults. For information on alternate configurations, see Setting Options.

THE TIP OFF

To start the game, both teams send their big men to center court to take part in the tip off. The referee stands at center court with the ball, and when he tosses it up, each player jumps and attempts to tip the ball to a teammate.

- To go for the tip wait for the referee to throw up the ball and press the ✴ Button. The game is on.

- If you gain possession, get ready to set up your offense. If you lose the jump, hustle back on defense.

OFFENSE

DRIBBLING

- To dribble the ball, press the **Left Analog Stick** or **D-Pad** in any direction. The ball handler maintains his dribble as he moves in the direction you choose.

- To run while dribbling, press and hold the **R1** Button.

- To perform a crossover move and try to get by a defender, press the **O** Button.

- To fake a defender and go back the other way, press **O** to start a crossover move, then press **O** mid-move to quickly reverse back the opposite way.

- To spin past a defender, hold **R1** to run toward the defender, then press **O**.

Sega Sports Tip: Be careful with your dribbling. The fancier you get the more likely you'll have the ball picked by the defense.

- To call for a pick, press the **L3** button. When your teammate comes out and stands still near you, dribble past him, using his body to block your defender.

- To call a set play, press the **R2** button to access the Offensive Play menu, then press the button that corresponds to the play you want to call.

POST MODE

- To enter Post mode, press and hold **L1**. The ball handler turns his back to the defender in order to protect the ball.

- While in Post mode, press the **Left Analog Stick** or **D-Pad** toward the paint to backdown the defender.

- To perform a drop step around your defender from Post mode, press Left or Right on the **Left Analog Stick** or **D-Pad**

- To fake a defender and reverse the drop step, press Left or Right on the **Left Analog Stick** or **D-Pad**, then press **O** mid-move to quickly reverse back the opposite way.

PIVOT MODE

- To enter Pivot mode with or without a dribble, press and hold **L2**. The ball handler maintains his dribble but holds his ground

- While in Pivot mode with a dribble, press the **Left Analog Stick** or **D-Pad** Left or Right to jab step. Try to get the defender to commit and go past him the other way or create some space for the open jumper.

- While in Pivot mode without a dribble, press the **Left Analog Stick** or **D-Pad** Left or Right to jab step to create some space for the open jumper. Hold Left or Right to perform fancy ball tricks such as palming the ball and passing the ball between your player's legs.

PASSING

- To pass the ball to a teammate, press the **Left Analog Stick** or **D-Pad** in the direction of the teammate you want to pass to, then press ✳✎

- For more accurate passing, press △ to access teammate icons, then pass to the teammate you want by pressing the button that corresponds to his icon.

- For passing on the fly, while dribbling, press the **Right Analog Stick** in the direction of the teammate you want to pass to. The pass is automatic.

- For a fake pass, press **R3**. Your player makes a passing motion but holds on to the ball.

Sega Sports Tip: When playing with the Ball Handler Auto Switch option OFF, press △ to call for a pass.

SHOOTING

- To shoot a jump shot, press ☐ and release at the height of your jump. The type of shot is determined by your court position.

- For a layup, dribble into the paint towards the basket and press ☐. If the player has a high dunk rating, he may go for a slam.

- To pass out of a layup or dunk, press **X** in mid-move. The player dishes off.

- For a pump fake, tap ☐ once quickly. The player makes a shooting motion but holds on to the ball.

- To attempt an Alley-oop, pass to a player breaking for the basket. If the timing is perfect, he'll go for the slam as he receives the pass in the air.

FREE THROWS

- When a foul sends you to the line, press the **Left and Right Analog Stick** towards each other to bring the two green arrows together. When the two arrows become one, pointing directly into the hoop, press **L1**, **R1**, or ☐ to shoot.

Sega Sports Tip: Having a hard time making your free throw shots? Go to Practice: Free throw Mode to practice your free throw shots with any player you choose. (See Practice on page 27.)

INBOUNDING

- After a made shot from the opposing team, your inbounder can run the baseline to get a better angle for the entry pass by pressing Left or Right on the **Left Analog Stick** or **D-Pad**.

- All of the passing functions apply when inbounding. (See Passing on Page 5.)

DEFENSE

PLAYING D

- To control the defender closest to the ball, press **X**.

- For more accurate control, press Δ to access teammate icons, then switch to the player you want by pressing the button that corresponds to his icon.

- To control the last defender back, press Δ, then press **L3**. Control switches to the player closest to the basket you're defending.

- To face-up to the ball handler and halt the dribble, press **L1**. The defender challenges the ball handler in a low defensive stance.

- To call for a double-team, press **L2**.

- To commit an intentional foul, press **R3**.

- To call a set play, press **R2** to access the Defensive Play menu, then press the button that corresponds to the play you want to call.

STEALING

- To attempt a steal from the ball handler, press **O**.

- To attempt to steal a pass, get in between the two players and press ☐ when the pass is on its way.

- For a lunging pass steal attempt, hold **R1** for a speed boost, then press ☐.

BLOCKING

- To attempt a shot block, press ☐ as the ball handler releases his shot.

- For a swat block or a lunging block attempt, hold **R1** for a speed boost, then press ☐.

PLAYING WITHOUT THE BALL

- To go up for a rebound, press **X** to control your player closest to the ball and then press ☐ to jump up for the rebound.

- While coming down after grabbing the rebound repeatedly press **O** to perform the clear out move to protect the ball from a steal.

- To dive for a loose ball, press ☐. If the ball is going out of bounds, your player will attempt to save the ball and direct it toward a teammate.

- To defend an offensive player posting up, hold L1 to enter Post mode, then use the **Left Analog Stick** to battle for position in the paint.

Sega Sports Tip: When playing with the Ball Handler Auto Switch option OFF or with more than 1 user on the same team on offense and you are in control of a player without the ball, press **O** to set a pick.

MAIN MENU

NBA 2K3 is the complete pro basketball experience. More than a game, in NBA 2K3, you can own and operate your own NBA franchise and help your team win from the court, the clipboard, and the GM's desk. But it's not all business; NBA 2K3 also has a stripped-down Street Mode, where you play simply for the love of the game.

To access menu controls from any game menu, press the □ button.

- To select a Main Menu item, press the **Left Analog Stick** or **D-Pad** up or down to highlight it, then press the **X** button to select. The appropriate next screen appears.

Quick Game
Play a quick exhibition game between any two teams. This is the fastest way to suit up and lead your team onto the court. See Playing a Quick Game on page 7.)

Game Modes
Choose one of seven play modes including Street, Franchise, Season, Playoffs, Tournament, Practice, and Network. (See Choosing a Game Mode on page 12.)

Options
Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the rulebook. (See Options on page 28.)

Load / Save
Everything you can customize in NBA 2K3 can be saved and accessed later if you have a PlayStation 2 Memory Card (8 MB) inserted into your PlayStation 2 game console. (See Load/Save on page 30.)

Roster Manager
Use the Roster Manager to make team personnel decisions such as releasing free agents, initiating trades, and editing ratings. (See Roster Manager on page 30.)

Sega Sports Challenge
Prove how good a sports gamer you are by taking part in the NBA 2K3 Sega Sports Challenge. Play games on a level playing field, then post your statistics to the Sega Sports Challenge online ranking board. (See Sega Sports Challenge on page 33.)

PLAYING A QUICK GAME

This one-game format is a perfect introduction to NBA 2K3, and when you have mastered the game, it's perfect for schooling your friends. The default difficulty level for a quick game is Pro.

- To begin a Quick Game, from the Main menu, choose QUICK GAME. The Team Select screen appears.

Team Select
Choose from over 35 teams, including all 29 NBA franchises, the 2002 NBA All-Star teams, and fantasy squads made up of legends from past decades. If you created any new NBA 2K3 teams, they're here too.

To select teams:
1. Use the **Left Analog Stick** or **D-Pad** to move your icon to the side you wish to control during the game. The Away team is on the left; the Home team is on the right.
2. Press the **L1** or **R1** button to cycle through the teams.
   - If you assign your name to your controller, you can save your personal stats. To create a user name, see Sega Sports Challenge on page 33.

   - To assign an existing user name to your controller, press the **L2** or **R2** button to scroll through all user names.

- If you want to customize the game, you can bring up the Team Options screen and select uniform types, load any team's playbook, or choose to play in any NBA 2K3 arena.

- To access the Team Options screen, press the **O** button. (See Team Options below.)

3. Press the **START** button to continue. ESPN's Bob Steele and Rod West breakdown the matchup, while the teams step onto the court for player introductions.

Note: If you leave all Controller icons in the center of the screen, the game is played in Simulation mode, which means all players are computer controlled.

Team Options
Tired of your team's uniform or playbook? Switch to your team's secondary jersey or use another team's playbook. You can also select any of the 29 NBA arenas to play in with any team matchup.

- To change an option, Press the **Left Analog Stick** or **D-Pad** up or down to highlight it, then press the **X** or **O** button to cycle forward and back through choices.

Note: Not all NBA teams have secondary uniforms, if the option is grayed out that means your team does not have a secondary jersey.

PAUSE MENU
You can pause the game at any time to access the Pause menu options or just take a break from the action. The game clock stops while the Pause menu is active, so you'll rejoin the action exactly where you left off.

- To pause the game, press the **START** Button during gameplay, and the Pause Menu will appear.

- To return to the game from the Pause menu, press the **START** Button again.

Replay
Step into the broadcast booth to run the film on the last play and view the action from virtually every possible angle.

- To play the replay at normal speed press the **X** button. (Remember to rewind the replay first.)
- To rewind the replay hold the **L1** button.
- To forward the replay hold the **R1** button.
- To rotate the camera press any direction on the **Left Analog Stick**.
- To reposition the camera on the court press any direction on the D-**Pad**.
- To zoom in press the ⬜ button.
- To zoom out press the **O** button.
- To access or hide the controls press the ∆ button.
- To return to the Pause menu from the Replay screen, press **START**.

Save Replay
Save all of your spectacular plays to a memory card so you can create your own highlight reel. Simply press the **SELECT** Button while viewing a replay to bring up the Save Replay screen.

Controller
Access the Controller Assign screen to switch control from one team to the other or to allow a friend to join the game in progress. This screen works similarly to the Team Select screen. (See Team Select screen on page 7.)

Options
The Options screen features six different options categories that give you total control over your game. (See Options on page 28.)

Timeout

Both teams begin the game with six Timeouts. In the 4th Quarter teams go down to 3 Timeouts if not used by then. In the last 2 minutes of the 4th Quarter teams go down to 2 Timeouts if not used by then. In Overtime both teams are allowed 3 Timeouts and go down to 2 Timeouts in the last 2 minutes. Take a Timeout when your team is fatigued, you need to strategize, or when your opponent has too much momentum going in their favor..

Substitutions

You have five players in the game and seven on the bench at all times. There are countless reasons to send in a substitute: when your star player is in foul trouble, you're down late in the game and want your best shooters on the floor, or simply to rest a tired player.

To make a player substitution:

1. Highlight the name of the active player you want to take out of the game and then press the **X** button. A check mark appears next to his name.

2. Highlight the name of the player on the bench you want to send into the game and then press the **X** button. The players switch position in the list and status.

    • Repeat until you have made all the substitutions you want.

3. When you are finished, press the ∆ button to confirm and return to the Pause menu. The substitutions will take place at the next break in play.

COACHING

From the coaching screen, you can make mid-game strategy adjustments such as defensive assignments, Play menu selections, double team tactics, and more.

Matchups

Each of your players on the floor has an assignment to guard a specific player on the other team. If your team is getting beat at any position, edit the assignment to try to correct the mismatch.

To edit a matchup assignment:

1. Highlight the name of the player whose assignment you want to change and then press the **X** button. A check mark appears next to his name.

2. Highlight your other players on the floor and compare their stats to the assigned player's stats.

3. When you see a matchup you think is better for your team, press the **X** button. The players switch assignments.

    • Repeat until you have made all the matchup changes you want.

4. When you are finished, press the ∆ button to return to the Pause menu. The edits take place immediately.

Pressure

Determine how much defensive pressure your players should apply on their man assignments.

    • To change Pressure settings, highlight the player you want to edit, then press the **X** or **O** button to cycle forward or back through options.

Sega Sports Tip: If the matchup is even, apply Regular pressure. If your man is consistently getting beat, apply Loose pressure to keep the opponent in front of you. If you have the advantage, apply Tight pressure and play aggressive D.

Settings

Coach Settings are options you can set to assume more control over coaching duties such as calling timeouts and substitutions and setting a game plan.

Timeout: Choose **MANUAL** to call your own timeouts or **AUTO** to have them automatically called when appropriate.

Substitution: Set **MANUAL** to call your substitutions or **AUTO** to have them automatically called when necessary.

Offense Playcall: Set **MANUAL** to call your offensive plays or **AUTO** for automatically called plays. Select **W/MSG** to display the name of the play on the screen during transitions.

Defense Play Set: Set **MANUAL** to call your defensive plays or **AUTO** for automatically called plays. Select **W/MSG** to display the name of the play on the screen during transitions.

Late Game Fouling: Late Game Fouling is your last resort when you're trailing at the end of the game.   Set to **AUTO** for automatic intentional fouls when necessary. **W/MSG** displays your strategy.

Game Tempo
For a faster paced game move the Game Tempo slider to the right. This should get your team up and down the court faster for more emphasis on offense and more fastbreak opportunities. Be careful though - this will get your players tired faster and might cause more turnovers.

For a slower half court oriented game move the Game Tempo slider to the left. Do this to run more of a half court offensive game where you call more set plays and take more time off the clock. Less fast breaks should occur as well as the opposing team's defense getting back and ready to guard you.

Fast Break
For more fast break opportunities move the fast break slider to the right. This should get your team running back on offense for more opportunities to fill the lanes and get an open shot before the defense is able to get set. More turnovers and less rebounds might occur as a result of this.

Moving the slider to the left will result in less fast breaks. This should result in more defensive rebounds and less chances of leaving the opposing team open after grabbing an offensive rebound.

Crash Boards
To get more players on the glass move the crash boards slider to the right. More players will stay under the basket for a chance to grab the rebound after a missed shot from the opposing team. This will take away from your players running out on the fast break.

Moving the slider to the left will result in less players under the basket for a chance to grab a rebound and more out on the floor to pass out to if a rebound is made.

Double Team

If your opponent has a player or two that consistently record career games against your team, than consider double-teaming them.

- • To double-team a player, highlight his name in the list and then press the **X** or **O** button to cycle forward or back through options.

- • When you select the IN PAINT option, the player will be double-teamed only when he is in the key.

Sega Sports Tip: Any time you double-team a player you leave another one unchecked, so only double-team your opponent's strongest players. If you double-team an average player, you may end up leaving their star wide open.

Offensive Plays

NBA 2K3 features 25 different offensive plays. Use the Offensive Plays screen to choose the four plays you want access to on the court in the Offensive Play menu.

To set your offensive plays:

1. Press the **Left Analog Stick** or **D-Pad** up or down to highlight a play you want to add to your Offensive Play menu, then press the **X** button to select. The Button Assign screen appears.

2. Press the **Left Analog Stick** or **D-Pad** left or right to the button you want to assign to the play, then press the **X** button to select. The Offensive Plays screen appears with the button assigned.

   • Repeat until you have made all the edits you want.

3. When you are finished, press the Δ button to return to the Coach menu. The edits take place immediately.

Defensive Plays
NBA 2K3 features 10 defensive plays, which you can assign to your Defensive Play menu. Set defensive plays the same way you set offensive plays. (See Offensive Plays on page 10.)

STATS
From the Game Stats screen, you can access comprehensive team and player stats, as well as an injury report, for the current game at any time during the contest.

Teams
Compare the two teams in 22 categories including number of timeouts remaining, free throw percentage, points off the bench, team fouls, assists, blocks, and more.

Home and Away
The Player Stats screen posts stats for the home and away team in 19 categories including multiple categories for rebounds, field goals, free throws, and three pointers.

   • To sort players by leaders in a particular category, press the **Left Analog Stick** or **D-Pad** left or right to highlight the category, then press the **X** button to select.

Shot Chart
The Shot Chart screen uses broadcast-style graphics to show the spot on the court from which each shot was taken and indicates whether or not the shot was made.

   • To view shots by the entire team or by individual players, press the **L1** or **R1** button.

   • To toggle between the home team and the away team, press the **L2** or **R2** button.

   • To view shots by single quarter or by all quarters played, press the **X** or **O** button.

Injuries
The injuries screen lists any injuries sustained by players during the game and informs you of how long the injured players will be out of the lineup.

QUIT
Quit playing the current game in progress. When you choose **QUIT** from the Pause menu, a series of Quit options appear.

Cancel: Returns you to the Pause menu without quitting the game.

Quit: Quit the game and return to the Main menu.

Rematch: Quit the current game and immediately start a new game between the same two teams with the same game settings.

Simulate to End: Quit the game but have the remainder of the match simulated. All individual and team stats will be complied and recorded.

CHOOSING A GAME MODE

Use the Game Modes option to choose one of NBA 2K3's seven unique, in-depth game modes including Street, Franchise, Season, Playoffs, Tournament, Practice, and Network.

STREET

Take it to the street. This is hoops at its most basic and most fun; in fact, this is the way they're probably playing at your neighborhood park right now. Set the playground rules and hit the asphalt court.

- To begin playing in Street mode, set the Street options and then press the **START** button. The Controller Assign screen appears.

Mode: Play **2 on 2** (two players on each team), **3 on 3**, **4 on 4**, or **5 on 5** for a regulation-style game.

Court: Choose from nine legendary playgrounds and gyms, where some of the greatest got their starts. **Mosswood, The Cage, Frankin Park, Goat Park, Rucker Park, Fonde Rec Center, Venice Beach, Run N' Shoot,** and the **Hank Gathers Rec Center** are available.

Game Point: In Street ball, regular baskets are worth one point and "treys" are worth two. The first team to hit Game Point (**7-21**) wins.

Win By: When set to **1**, the winning team is the first to hit game point. When set to **2**, the winner must hit game point and be leading by two points.

Note: If a team hits game point but is not leading by two, the game continues indefinitely until one team goes ahead by two points.

CPU Player Select: If you are playing against the computer, set this **OFF** to select the computer team's players or **ON** to let the computer select its own players.

Duplicate Players: Set this option **ON** to allow players appearing on both teams or multiple times on the same team or **OFF** for no duplicates.

Weather: Weather conditions, such as **Fog** and **Rain** affect players and the court just as they would in real life. This option is not available for gym, where every game is played indoors.

Time of Day: Choose **Day** to play under the sun or **Night** to play under the lights. This option is not available for gym, where every game is played under the lights.

Controller Assign Screen

All Street games are played between the Ringers and the Ballers fantasy teams. At this screen, you can assign your controller to the team you will represent in the upcoming game and assign your user name to your controller.

- This screen works similarly to the Team Select screen.

- When your controller assignment is complete, press the **START** button. The Select Street Players screen appears.

Select Street Players Screen

You can populate your Street team with any combination of players available in NBA 2K3 including any Legends team.

To select Street players:

1. Press the **L1** or **R1** button to choose the team from which you want to select a player.

2. Press the **Left Analog Stick** or **D-Pad** up or down to highlight the player you want to add to the roster.

3. Press the **X** button to select. The player is added and the highlight moves to the next player slot on the opposing team.

   • If you are playing against the computer and you set CPU Player Select **ON**, the computer will select its own player, if you set it **OFF**, you must select a player for the computer-controlled team.

4. Continue selecting Street players until both rosters are complete and then press the **START** button to head down to the court. (See On The Court on page 3.)

FRANCHISE

Choose an NBA franchise and operate it from the front office to the free throw line. As GM/Coach/Player, you can take care of all personnel decisions, play the role of coach on the bench, and execute the game plan on the court.

   • To begin playing in Franchise mode, set the Franchise options and then press the **START** button. The Team Select screen appears.

   • If you set customize League **ON**, the Customize League screen precedes the Team Select screen.

Franchise Options

Change how many games are played, the length of Playoff games, reorder the team divisions, or all the players in the league. It's all under your control before starting your Franchise.

   • **Season Length:** Play **14, 28, 56**, or a full **82**-game season with your Franchise.

   • **Preseason Games:** Set **ON** if you want to play the preseason matches or **OFF** to begin playing with your first game of the regular season.

   • **Trade Deadline:** If you want to continue making player transactions beyond the standard NBA trade deadline period, choose **OFF**.

   • **Round Format:** Set the duration of each round of postseason action from **1 Game** elimination to a **Best of 7** series.

   • **Fantasy Draft Roster:** Set **ON** to build your team roster through a fantasy draft.

   • **Customize League:** With this option set to **ON**, you can customize the league by moving any team into any conference and division you wish. If you wish to play with your Created Team, this is where you can add them to the league. (See Created Teams on page 32.)

   • **Import NCAA 2K3 Class:** If you have an NCAA 2K3 class saved to a memory card, select **ON** and you can draft players as NBA rookies.

   • **Quarter Length:** You can play with default **5**-minute quarters or adjust quarter length from **1-12** minutes.

- **Simulated Quarter Length:** Set quarter length for simulated games from **1-12** minutes for fast game simulation, but don't be surprised to see single-digit scores for really short games.

Customize League Screen

If you set the Customize League option ON, this screen precedes the Team Select screen. At the Customize League screen, you can adjust what teams appear under which NBA conference and division.

To customize the league:

1. Press the **Left Analog Stick** or **D-Pad** left or right to highlight a team you wish to move and then press the **X** button to access the scrolling arrows.

2. Press the **Left Analog Stick** or **D-Pad** left or right to the team you wish to swap spots with, then press the **X** button to select. The teams switch places.

3. Repeat steps 1 and 2 until the league is set the way you want and then press the **START** button to advance. The Team Select screen appears.

Team Select Screen

At the Team Select screen, you choose one team franchise to own and operate. You can base your choice on personal favorite or stats and rankings, which are displayed for every team.

- To select a team, press the **L1** or **R1** button to scroll to the franchise you want, then press the START button to advance. The Coach's Desk screen appears

- If you set Fantasy Draft **ON**, the Fantasy Draft screen precedes the Coach's Desk screen.

Fantasy Draft Screen

In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team rosters. Devise your own draft strategy and put together a totally custom team.

- When it is your turn to make a draft pick the Fantasy Draft screen appears for the current round.

To draft players:

1. Press the **L1** or **R1** button to cycle to the position you want to fill, then press the **Left Analog Stick** or **D-Pad** to the player you want to pick, and press the **X** button to select.

2. When the confirmation prompt appears, select **YES** to draft the player or **NO** to cancel.

3. After every team drafts a player, the next round begins. Repeat these steps until all players are assigned to teams, at which point the draft is over and the Coach's Desk screen appears.

Sega Sports Tip: As the draft progresses, press the **L2** or **R2** button to cycle to your roster and keep up on your team's needs. It's great to pick the highest rated player each round, but in the long run, it is more valuable to build a balanced team.

COACH'S DESK

This is where you conduct transactions, create and evaluate game plans, track player stats, and more.

Calendar

The Calendar lists daily league games and keeps note of final scores. You can use the Calendar to confirm your next opponent and select whether to play or simulate the game.

- To page through the Calendar to check out your schedule, press the **L1** or **R1** button.

- To play the next game, make sure the box next to the matchup is checked, then press the **START** button. The game summary begins as the teams take the court. (See On The Court on page 3.)

- To simulate your next game, uncheck the box next to the matchup and then press the **START** button. When you are prompted to confirm your decision, select **YES**.

- When all games have been played or simulated for the day, press the **START** button to view the Nightly Wrap-Up and progress to the next day.

FRONT OFFICE
Make player transactions, keep tabs on your coach's status, check the league news, and more.

Transactions Screen
This is where player personnel decisions are made. You can negotiate contracts, initiate trades with other teams, place your players on the trading block, and field offers as they come in.

Trade Player
The players you have on your team today may not be the group that can bring home the NBA Championship at the end of this season. Chances are you'll have to improve your team through player acquisition and draft picks to reach the next level.

To make player trades:

1. At the Player Trade screen, highlight a player or draft pick you are ready to trade, then press the **X** button. The player appears in your trade offer.

   - Press the **L1** or **R1** button to sort the highlighted team's players by position or bring up their currently draft picks

2. Press the **L2** or **R2** button to select the team you want to trade with, then highlight the player(s) or draft pick(s) you wish to trade for and press the **X** button to add them to the offer.

   - Each team may offer up to three players or draft picks in one trade. As you set the trade, the interest bar shows the other team's interest in your offer.

   - To remove any player from the trade offer, highlight him again in the roster list and press the **X** button.

3. When you think the offer is fair, press the **START** button and then select **YES** to make the offer. If the other team accepts the offer, the players switch teams. If the other team rejects the offer, you can modify the offer, initiate a trade with another team, or wait until later in the season and try again.

   - Remember the 500,000 per year point limit. You may trade player(s) that take you over the point limit and teams over the limit can trade as long as the point values match up. A team over the point limit or a team in making a trade that would take them over the limit may acquire in trade no more than 115 percent plus 10,000 pts in point value of the players being traded out.

Trading Block
The Trading Block is where you display the players you think you can get along without and entertain trade offers from other teams coming to you.

To place a player on the trading block:

1. Highlight one of the three trading block slots and then press the **X** button to select. Your team roster appears.

2. Highlight a player you would consider trading to another team and then press the **X** button. The player appears in the trading block slot, although he also remains on your roster.

   - To remove a player from the trading block, highlight him in the trading block slot, then press the **X** button and select **Withdraw Item**.

- If another team is interested in trading for the player at any time during the season, that team will make its interest known on this screen.

Entertaining trade offers from other teams:

- When another team is ready to offer a trade for one of your players on the block, you are notified on the Player Trading Block screen.

    1. Highlight the offer, then press the **X** button and select **View Details**. The Player Trade screen appears displaying the complete offer.

    2. Weigh the benefits and drawbacks of the offer and then press the **START** button to give an answer.

    3. Select **YES** to accept the offer or **NO** to reject it.

Sign Free Agent
Missing that last piece of the puzzle to complete your team? Check out the Free Agent list for any unsigned players to fill any holes in your lineup.

To sign a free agent to your roster:

    1. Press the **Left Analog Stick** or **D-Pad** up or down to scroll through the free agent.

    2. Highlight a player you wish to sign to your roster and then press the **X** button to view the Contract options.

    3. Highlight Negotiate Contract then press the **X** button to advance to the Sign Contract screen.

Sign Contract (Player)
Finish off contract negotiations by giving a player the salary and years with your club that agrees with him and your team.

- Adjust the Points and Contract years until you think your offer is fair based upon the player's interest as displayed in the **Interest** Meter and your team's needs and points under the **Point Limit**. Press the **START** button to officially make the offer.

Team Rosters
Perform all of your team's roster transactions including waiving players, trading, and placing them on the trading block. All your player's ratings, contract numbers, and your team's cap room are accessible here to aid your decision-making.

To waive a player:

    1. Highlight the player you wish to waive then press the **X** button to select the player.

    2. Select **YES** to waive the player and **NO** to change your mind.

To place a player on the trading block:

- Highlight the player you wish to place on the trading block then press the **X** button to be sent to the Trading Block screen with your player selected.

To begin a trade with one of your players:

- Highlight the player you wish to trade then press the **X** button to be sent to the Player Trade screen with your player selected.

Team Needs
The Team Needs screen is a handy guide that informs you if your team is lacking any position players. At the minimum, you should have a starter and a backup for each position. If your team has a need it is highlighted in red on this screen. If your team only has one player at a position it is highlighted in yellow.

Coaching Screen

Coach Card
The Achievements screen posts your franchise performance under your tenure as GM. You can check your ranking vs. other teams and track your records, playoff appearances, NBA Championships, and more.

Sign Coach
Securing the right coach for your franchise may be the most important move you make as a GM. Coaches are ranked poor, average, good and master in three vital categories. Try to sign the highest ranked coach you can afford.

- To sort coaches from worst to best in a particular category, press the **Left Analog Stick** or **D-Pad** up or down to highlight the category, then press the **O** button to select.

- Press the **Left Analog Stick** or **D-Pad** up or down to highlight the coach you want to sign, then press the START button to select. The Sign Contract screen appears.

Sign Contract (Coach)
Finish off contract negotiations by giving a prospective coach the salary and years with your club that agrees with him and your team.

Adjust the Points and Contract years until you think your offer is fair based upon your team's needs and **Budget Room**. Press the **START** button to officially make the offer. If he accepts, the new coach joins the team and your former coach becomes a free agent.

League Info

News
As GM, you probably have a good handle on what is happening with your team, but you'll want to check the News From Around The NBA to study the status of your rivals. As player injuries, transactions, and other key events occur, they are posted on this screen.

Team Info
The Team Information screen is a snapshot of the state of your franchise and any other team's franchise. You can view player injuries, traded draft picks, waived players, released coaches, and the 36k exception.

Injury Report
View the status of any injured players on your team or other teams in the NBA. The injury that occurred and time he will reenter the lineup is displayed to help in making any necessary lineup changes.

Team Points
Player compensation is just one slice of the financial pie that you must manage as GM – coaching salaries and workout costs are also key considerations in building a championship-caliber team. At this screen, you can monitor your franchise to ensure you're getting the most bang for your buck.

GAMEPLAN

Offensive Plays
Using broadcast-style graphics, the Offensive Plays screen displays an animated example of each of the 25 offensive plays available to you. Select the four plays you want access to on the court in the Offensive Play menu.

- To set your offensive plays, see Offensive Plays on page 10.)

Defensive Plays

NBA 2K3 features 10 defensive plays, which you can assign to your Defensive Play menu. Although defensive plays are not animated, you can set them in the same way you set offensive plays. (See Offensive Plays on page 10.)

Strategy

Since you do not control your players when a game is simulated, set the strategy you want your team to play in your absence when you choose to simulate a game.

Tempo: Move the slider to the right to speed up the tempo for a faster paced game or to the left to slow down the tempo.

Fast Break/Crashboard: Move the slider to the right to play an aggressive style of defense.

Defense Aggressiveness: Move the slider to the right to play an aggressive style of defense.

Offense/Defense: If you are more defense-minded, move the slider to the right; if you are more focused on putting up points move to the left.

Offense Strategy: Select **Inside** if you like to post up and score from the paint, **Outside** if you like to shoot the jumper, or **Balanced Attack**.

Defense Strategy: Choose **Man to Man** to match up in consistent guarding assignments or a **Zone** option to patrol areas of the floor.

Primary Off Option: This is the player in whose hands you'd most like to get the ball, usually your superstar players.

Secondary Off Option: This is your second choice to have the ball on offense.

Active Players

You must have at least 12 active players on your roster in order to field a team. If you have more than 12 players, 12 are active players and the rest are reserves. At the Activate Players screen, you can determine which players will be available to play in your next game and which players will be reserves.

To activate a reserve player:

1. **Left Analog Stick** or **D-Pad** up or down to highlight the reserve the player you want to activate and then press the **X** button to select. A check mark appears in the box next to his name.

2. Press the **Left Analog Stick** or **D-Pad** up or down to highlight the active player you want to swap positions with, then press the **X** button to select. The players exchange status and swap positions.

3. Continue until you are satisfied with your lineup of active players for your next game.

Set Lineup

Of the 12 active players available for your next game, five start the game on the court; the others start on the bench and are available to substitute in at stoppages in play. At the Team Lineups, you can select your starters for the next game.

To set your starting lineup:

1. Press the **Left Analog Stick** or **D-Pad** up or down to highlight the bench player you want to add to the starting five, then press the **X** button to select. A check mark appears in the box next to his name.

2. Press the **Left Analog Stick** or **D-Pad** up or down to highlight the starting player you want to swap positions with, then press the **X** button to select. The players exchange status and swap positions.

3. Continue until you are satisfied with your starting lineup for your next game.

STATISTICS

If you like sports, then you love stats, and we've provided enough here to keep you occupied until it is time to begin preparing for your next game.

Team Stats: Check out how your team's performance on the court compares with any other team through out the season.

Player Stats: View individual player stats for your franchise or any other team in the league. Stats are complied after each game and are broken down into 29 categories.

League Leaders: The League Leaders page ranks the top players in the league by the compiled season stats in all the standard categories.

Rookie Watch: Rookie Watch follows the league's rookies through their first season and posts their performance on the hardwood.

Team Standings: The Team Standings screen posts the season records of every team and displays their current divisional standings.

All-Star Votes: The 5 players in each conference who receive the most All-Star votes in their positions are invited to play in the All-Star game on the second Sunday in February. Keep up to date on the All-Star voting results here.

OPTIONS
(See Options on page 28.)

SAVE
If you have a Playstation 2 Memory Card (8 MB) inserted to your PlayStation 2 game console, you can save your Season progress at any time.

- To save your Season, from the Save Game Data screen, create a new file, then use the keyboard tool to enter a name. This is the file you will load when you return to continue playing.

QUIT
Quits you out of Franchise Mode. If you have not saved your franchise game progress, you are prompted to do so. After confirming your decision, the Main menu appears.

End of Season Awards
After completing the regular season, the players who have stepped up and proved to be at the top of their game will be awarded one of the NBA's prestigious awards.

Most Valuable Player: The Maurice Podoloff Trophy for regular season MVP. Named after the first commissioner (then president) of the NBA. Winners first selected by the NBA players (1956-80) then a national panel of pro basketball writers and broadcasters (since 1981).

Rookie of the Year: The Eddie Gottlieb Trophy for outstanding rookie of the regular season. Named after the pro basketball pioneer and owner-coach of the first NBA champion Philadelphia Warriors.

Sixth Man of the Year: Initiated in 1983, this award goes to the player considered the best in the NBA coming off the bench.

Defensive Player of the Year: Awarded to the Best Defensive Player for the regular season.

Most Improved Player of the Year: Awarded to the Most Improved Player for the regular season.

All-NBA First Team, All-NBA Second Team, All-NBA Third Team, and All-NBA Defensive Team: The 126-member voting panel of writers and broadcasters throughout the United States and Canada consisted of 39 national media members and three media members from each of the league's 29 teams who regularly cover the NBA. The media voted for All-NBA First, Second and Third Teams by position with points awarded on a 5-3-1 basis.

Playoffs and Finals MVP Awards

After completing the Finals, a player is awarded the Playoffs MVP and the Finals MVP.

Player and Coach Retirements

These are the players and coaches who are retiring this year. Check out the players that are leaving your team, you may need to fill in some holes by signing free agents and draft picks or making trades.

Re-sign Players

At the Coach's Desk screen, a new **Resign** Players option appears, which lists all your players whose contracts are up. They will appear as **expired** under the Status column. This option gives you the opportunity to re-negotiate the players' contracts if you choose to do so. Of course, you also have the option to let them go and try to fill in the holes with free agents and trades.

NCAA Import

Following the four-week resigning period, it is time to look to the future. At this time, if you have a Playstation 2 Memory Card with an NCAA 2K3 class saved to it, you can import the players to be placed in the NBA entry draft that year.

NBA Lottery

The 13 teams that finished the season with the worst records are included in a lottery for the top draft choices. The team with the absolute worst record has the best odds of securing the number one draft choice. After the lottery is run, draft choices are announced and it's time to start scouting.

Lottery Odds: This is the odds of a team winning the #1 draft pick.

Lottery Countdown: The teams who are in the lottery will countdown in order from 13 to 1 showing which pick they will receive in the draft.

Draft Order: The final order of the 1st round of the NBA draft.

Assign Workouts: Assign as many workouts as you can afford. Each Workout costs 20k, but you cannot go over the Maximum Pts Available. Press the **L1** and **R1** buttons to lower and raise the amount of Workouts you would like to use on rookie prospects. These will be available to use when you enter the Player Scouting screen.

Scouting

To scout, you organize workouts with the prospects you have your eye on during a 4 week period. Your Scouting Manager creates detailed reports based upon the players' performances, which provides plenty of information to bring with you into the draft.

- At the Coach's Desk screen, a new **Scouting** option appears, which lets you have access to all the prospects available in the draft and a Mock Draft list to aid you in selections.

Player Scouting

View each prospect in the draft. Information is available from player's height and weight to their strengths and weaknesses.

To assign a workout to a prospect:

1. Press the **Left Analog Stick** or **D-Pad** up or down to highlight the prospect you would like to workout, then press the **X** button to select. The selection Assign Workout appears.

2. Select **Assign Workout**, Do this to as many prospects as you like. Only 1 workout per week on each prospect, 3 maximum.

3. Press **START** to advance to the Scouting Manager to view all the prospects you selected to Workout.

4. Press **START** and select **Yes** to advance to the next week and workout the selected prospects.

5. Updated information will appear in the Strengths, Weaknesses, and Overview categories. The Stock column will display an arrow to show if the prospect has been ranked better or worse compared to their status before the workout.

- Press the **L1** or **R1** button to scroll to Scouting Targets to view only the prospects you selected Workouts for.

- Press the **Select** button to view a more comprehensive list of the prospects stats.

Mock Draft

Use the Mock Draft to see the prospects most likely to be drafted for any pick in the 1st round. It's a good idea to Workout any prospects near the pick you are drafting.

- To advance to the NBA Draft select **Calendar**, press **START**, and select **Continue** to the draft.

NBA Draft

When it comes to selecting draft picks, the NBA Draft works very much like the Fantasy Draft (page 14), but the presentation and spectacle of the event is like nothing you've ever witnessed. Once the draft is complete, it's time to sign your rookies to contracts with your Franchise.

- At the Coach's Desk screen, a new **Draft** option appears, which sends you to the NBA Draft where you can check out the prospects you scouted, team needs, and even check out your PDA to see your suggested picks for each round.

Team Needs: Press **Left** on the **Right Analog Stick** to view your Team Needs.

Scouting Targets: Press **Right** on the **Right Analog Stick** to view your Scouting Targets

Suggested Picks: Press **Down** on the **Right Analog Stick** to view your PDA for Suggested Picks.

- To draft a prospect highlight the prospect and press the X button. You can sort prospects by position by pressing **L1** or **R1**. To check out the prospects drafted already press **L2** or **R2** to switch to Draft Summary. Remember, you have 3 minutes and 30 seconds when its time for your team to draft.

Sega Sports Tip: If you would like to complete the Draft automatically and have the CPU select your draft picks, press **START** and select **Yes** to CPU Complete Draft.

Sign Rookies and Free Agents

This is a heavy negotiation phase. Sign as many key players as you can while staying under the cap and maintaining some points in your point limit to run your franchise and make transactions down the line. Following the contract-signing marathon, it's time to get back to basketball.

- At the Coach's Desk screen, a new **Sign Rookies** option appears; from here you are sent to your Player Contracts screen where you can sign your newly drafted rookies to contracts. The rookies will appear as **not signed** under the Status column.

- When finished signing all your rookies, advance to Training Camp by selecting **Calendar**, pressing **START**, and selecting **Advance To Training Camp**.

Training Camp

Have your players work on specific aspects of their game to focus their abilities over the course of the season. Once training camp is over, it's time to start the next season in the history of your Franchise. (See Coach's Desk on page 14.)

- To have a player work on a specific aspect of their game highlight the player and press the **X** button. Five choices will appear, **Post, Offense, Perimeter Offense, Normal, Post Defense, and Perimeter Defense**. Select one and press the **X** button. You can only assign one area to work on for each player.

SEASON

Choose your favorite NBA team and take it through their entire 2002 NBA season schedule. If you have what it takes, you can lead your team to the NBA Finals!

- To begin playing in Season Mode, set the Season options and then press the **START** button. The Team Select screen appears.

- If you set Customize League **ON**, the Customize League screen precedes the Team Select screen.

  - **Season Length:** Play **14, 28, 56**, or a full **82**-game season with your Franchise.

  - **Trade Deadline:** If you want to continue making player transactions beyond the standard NBA trade deadline period, choose **OFF**.

  - **Round Format:** Set the duration of each round of postseason action from **1 Game** elimination to a **Best of 7** series.

  - **Fantasy Draft Roster:** Set **ON** to build your team roster through a fantasy draft.

  - **Customize League:** With this option set to **ON**, you can customize the league by moving any team into any conference and division you wish. If you wish to play with your Created Team, this is where you can add them to the league. (See Created Teams on page 32.)

  - **Quarter Length:** You can play with default **5**-minute quarters or adjust quarter length from **1-12** minutes.

  - **Simulated Quarter Length:** Set quarter length for simulated games from **1-12** minutes for fast game simulation, but don't be surprised to see single-digit scores for really short games.

Customize League Screen

If you set the Customize League option **ON**, this screen precedes the Team Select screen. At the Customize League screen, you can adjust what teams appear under which NBA conference and division. (See Customize League Screen on page 14.)

Team Select Screen

At the Team Select screen, you choose one team to lead throughout the season. You can base your choice on personal favorite or stats and rankings, which are displayed for every team. (See Team Select Screen on page 7.)

- If you set Fantasy Draft **ON**, the Fantasy Draft screen precedes the Season screen.

Fantasy Draft Screen

In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team rosters. Devise your own draft strategy and assemble to a totally custom team. (See Fantasy Draft Screen on page 14.)

SEASON SCREEN

The Season screen is your command center for playing and reviewing games, making player changes, and setting gameplay options and strategy.

Schedule

The Schedule lists all league pairings throughout the entire season and keeps note of final scores. You can use the Schedule to view upcoming opponents and select whether to play or simulate any game.

- To play your team's next game, make sure the box next to the matchup is checked and then press the **START** button. The game summary begins as the teams take the court. (See On The Court on page 3.)

- To simulate your next game, uncheck the box next to the matchup and then press the **START** button. When you are prompted to confirm your decision, select **YES**.

- In NBA 2K3, you have the opportunity to play every game of the season. Simply check the box next to any matchup you wish to play and when it comes up in the schedule, you'll take the court.

Roster

The roster screen displays every player on your team along with detailed ratings in more than 20 categories. From the roster screen, you can also view the rosters of other teams, edit ratings, and perform transactions. (See Team Rosters on page 30.)

GAME PLAN

You can choose a game plan and stick with it for the duration of the season, or you can revisit your strategy with each game and tailor it for your next opponent.

Team Rotations

Using the Team Rotations options, you can decide which 12 of your players will suit up for the next game and, of those 12 active players, which five will start on the floor and which will come off the bench. (See Active and Lineup on page 18.)

Playbook Manager

The Playbook Manager options let you choose which four offensive plays to load into your Offensive Plays Menu and which four defensive plays to load into your Defensive Plays Menu for quick access during the game. (See Offensive Plays and Defensive Plays on page 10.)

Injury Report

As the season progresses and player injuries amass across the league, the Injury Report gives you a quick summary of all the players who are hurt and how long they are expected to be out of action. This information will help you prepare for your next opponent.

Strategy

Since you do not control your players when a game is simulated, set the strategy you want your team to play in your absence. (Strategy on page 18.)

OPTIONS

(See Options on page 28.)

SAVE

If you have a PlayStation 2 Memory Card (8MB) inserted to your PlayStation 2 game console, you can save your Season progress at any time.

QUIT

Quits you out of Season Mode. If you have not saved your season game progress, you are prompted to do so. After confirming your decision, the Main menu appears.

PLAYOFFS

Begin playing NBA 2K3 at the most exciting point in the season – the Playoffs! The full season is simulated, with complete scores and stats recorded for every team and player, and the 16 best squads emerge for the postseason tournament.

- To begin playing in Playoffs mode, set the Playoffs options and then press the START button. The Team Select screen appears.

- If you set Customize League ON, the Customize League screen precedes the Team Select Screen.

  - **Round Format:** Set the duration of each round of postseason action from **1 Game** elimination to a **Best of 7** series.

  - **Fantasy Draft Roster:** Set **ON** to build your team roster through a fantasy draft.

  - **Customize League:** With this option set to **ON**, you can customize the league by moving any team into any conference and division you wish. If you wish to play with your Created Team, this is where you can add them to the league. (See Created Teams on page 32.)

  - **Quarter Length:** You can play with default **5**-minute quarters or adjust quarter length from **1-12** minutes.

  - **Simulated Quarter Length:** Set quarter length for simulated games from **1-12** minutes for fast game simulation, but don't be surprised to see single-digit scores for really short games.

Customize League Screen

If you set the Customize League option **ON**, this screen precedes the Team Select screen. At the Customize League screen, you can adjust what teams appear under which NBA conference and division. (See Customize League Screen on page 14.)

Team Select Screen

At the Team Select screen, select a team you think will make it to the postseason. Remember, the season is simulated, so you won't have any control over whether or not your team makes the Playoffs. (See Team Select Screen on page 7.)

- If you set Fantasy Draft **ON**, the Fantasy Draft screen precedes the Playoffs screen.

Fantasy Draft Screen

In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team rosters. Devise your own draft strategy and assemble to a totally custom team. (See Fantasy Draft Screen on page 14.)

PLAYOFFS SCREEN

The Playoffs screen is your postseason hub for playing and reviewing playoff games, making player changes, and setting gameplay options and strategy.

Schedule

The Schedule lists upcoming matchups and keeps note of final scores. You can use the Schedule to view Playoff pairings, take a look back at simulated season scores, and select whether to play or simulate any game. (See Schedule on page 23.)

Tree

The Playoff Tree displays the postseason matchups in a traditional bracketed format. As the Playoff series are completed, final scores and posted on the tree and the winners move on to the next branch.

• To scroll the Playoff Tree forward or back, move the **Left Analog Stick** or **D-Pad** in the desired direction.

Statistics

During the season simulation, complete game stats are generated and compiled for each team and player. The options on the Statistics screen are identical to those in Franchise mode, although here you are able to view player stats for the regular season, as well as the playoffs. (See Franchise on page 13.)

Roster

The roster screen displays every player on your team along with detailed ratings in more than 20 categories. From the roster screen, you can also view the rosters of any other team, edit ratings, and perform transactions. (See Roster Manager on page 30.)

Game Plan

You can choose a game plan and stick with it for the duration of the playoffs, or you can reassess your game plan and tailor it for your next opponent. Playoffs Game Plan options function exactly as they do in Season mode (page 22.)

Options

(See Options on page 28.)

Save

If you have a memory card inserted in your PlayStation 2 game console, you can save your Playoffs progress at any time.

• To save your Playoffs, from the Save Game Data screen, create a new file and then use the keyboard tool to enter a name. This is the file you will load when you return to continue playing.

Quit

Quit Playoffs mode. If you have not saved your progress, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

TOURNAMENT

Create your own single-elimination NBA Tournament featuring 4, 8, or 16 teams. You have full control over which teams are invited to the Tournament, and you can play as many of the tourney games as you want.

• To begin playing in Tournament mode, set the Tournament options and then press the **START** Button to advance to the Tournament Setup screen.

  • **Number of Teams:** Choose the number of teams that will participate at the outset of the Tournament: 4, 8, or 16.

  • **Fantasy Draft Roster:** Set **ON** to build your team roster through a fantasy draft.

  • **Quarter Length:** You can play with default **5**-minute quarters or adjust quarter length from **1-12** minutes.

  • **Simulated Quarter Length:** Set quarter length for simulated games from **1-12** minutes for fast game simulation, but don't be surprised to see single-digit scores for really short games.

Tournament Setup Screen

At the Tournament Setup screen, you can invite any teams you want to participate in your Tournament. The team names that appear on the setup screen are initially defaults that are easily replaced with your own selections.

To customize the tournament setup:

1. Move the **Left Analog Stick** or **D-Pad** to highlight a team you wish to replace and then press the **X** or **O** Buttons to cycle through teams that are not currently in the Tournament.

2. Repeat this process until the Tournament is organized the way you want.

   - In order to be eligible to play a team's games, you must assign a name to the team at the Tournament Setup screen.

   - To assign a name to a team, highlight the team, move the **Left Analog Stick** or **D-Pad** to highlight the Player column, then press the **X** Button and use the virtual keyboard to enter your name.

3. When you are completely satisfied with the Tournament setup, press the **START** Button to advance to the Tournament Main Menu screen.

   - If you set Fantasy Draft **ON**, the Fantasy Draft screen precedes the Tournament screen.

Fantasy Draft Screen
In the Fantasy Draft, every player is up for grabs in a round-by-round selection process that completely shuffles the NBA team roster. Devise your own draft strategy and assemble a totally custom team. (See Fantasy Draft Screen on page 14.)

Tournament Screen
The Tournament screen is your hub for information on what's happening around the tourney. It also acts as your command center for accessing your games and setting gameplay options.

Play Game
The Play Game screen displays the Tournament matchups on a playoff tree with the number of rounds determined by the amount of teams in the Tournament. As games are played or simulated, final scores are posted on the playoff tree and the winning team moves on to the next round.

To play your team's next game:

1. Highlight the matchup and then press the **START** Button to advance to the Controller Assign screen.

2. Assign a controller to your team and then press the **START** Button again. The pre-game introduction begins as the players take the court. (See On the Court on page 3.)

Note: You must assign a name to a team in order to play its games.

To simulate games for unassigned teams:

1. Highlight the matchup, then press the **START** Button and choose **YES** when prompted. The game is simulated and the final score appears.

Statistics
As soon as the first games of the Tournament are played or simulated, the Statistics option appears on the Tournament screen.

Team Stats: Check out how your team's performance on the court compares with any other team through out the season.

Player Stats: View individual player stats for your franchise or any other team in the league. Stats are complied after each game and are broken down into 29 categories.

Roster
The roster screen displays every player for each Tournament team along with detailed ratings in more than 20 categories. From the roster screen, you can edit ratings, and perform minor transactions. (See Roster Manager on page 30.)

Game Plan
You can choose a game plan and stick with it for the duration of the playoffs, or you can reassess your game plan and tailor it for your next opponent. Tournament Game Plan options function exactly as they do in Season mode (page 22.)

Setup
At any time during the Tournament, you can return to the Setup screen and assign names to unassigned teams. Use this to control another team if your primary team gets knocked out of the tourney.

Options
(See Options on page 25.)

Save
If you have a memory card inserted to your PlayStation 2 game console, you can save your Tournament progress at any time. (See Load / Save on page 27.)

Quit
Quit Tournament mode. If you have not saved your game, you are prompted to do so. After confirming your decision, you will be taken to the Main Menu.

PRACTICE
It can be difficult to master the fundamentals of the game when you're constantly being guarded by swarming defenses. Practice mode gives you a chance to work on the basics in an environment you control.

> • To begin playing in Practice mode, set the Practice mode, and then press the **START** Button to advance to the Team Select screen.

Standard: The home team is the only team that can handle the ball. There's no defense to penetrate through. Practice your jumpers without any distractions.

Scrimmage: The home team is on offense and the away team is on defense playing in the half court. Practice running set plays with the aid of graphical arrows and cursors to help you in passing to the right teammate. The plays will reset once you make or miss a shot.

Sega Sports Tip: It's a good idea to set Offensive Playcall to **Auto or Manual w/Msg** so you know exactly what play you are running.

Free Throw: Improve your shooting from the line. You can change the player who is shooting free throws by switching the player on top of the Substitution list for the home team.

Team Select Screen
Select the team you wish to practice with, and if you are practicing in Scrimmage mode, select your opponent as well. For complete details, see Selecting Teams on page 7.

> • Once you select your teams, the loading screen appears and the teams are placed on the court. (See On the Court on page 3.)

NETWORK
If you have Internet access and a PS2 Network adapter, then you can start hooking up with other NBA 2K3 online gamers across the country for virtually unlimited Network competition.

To start a multiplayer Network game:

1. From the Main Menu select Game Modes

2. Use the **L1** or **R1** Button to scroll to Network Play

3. Highlight Load Network Configuration and press **START**

4. Highlight your Memory Card with the Network Configurations and press the **X** button.

5. Highlight the Network file you would like to load, press the **X** Button, and select **Yes**.

6. Select Login, enter your User Name and Password, and press **START**.

7. From here select a Region then Lobby. Find another User and send a Challenge for a Scrimmage, Ranked, or Street game.

Important NBA 2K3 Network Gaming Information for PS2!

If you are experiencing Network issues while playing online:

If you are using the PS2 Ethernet adapter, and you are connecting to an IP sharing device such as a Cable/DSL Router, you have three options.

We recommend that you use the first option:

First option: If your IP sharing device has a "DMZ" function, you should use it. Refer to your Router instruction manual for more details.

Second option: If you do not have the "DMZ" function, you will need to enable IP Forwarding (sometimes called "Virtual Server") on the following ports:

12701   TCP

13701   UDP

32006   UDP

Refer to the instruction manual that was provided with your IP sharing device for information about configuring IP Forwarding.

Final option: Connect your PS2 directly into the Cable/DSL Modem. We recommend that you unplug the power from your Cable/DSL Modem, connect your PS2 to it, wait at least 30 seconds, and plug the power back into your Cable/DSL Modem. Then power on your PS2. Depending on your ISP this may not work.

More information, including links to the some of the popular IP sharing device manufacturers, is available at the following URL:

http://www.sega.com/help/online/gameplay.jhtml

Load Network Configurations
To load Your Network Configuration file, insert a PlayStation 2 Memory Card (8 MB) into your PlayStation 2 game console, then choose Network as your game mode and press the **X** button. Once the configuration is loaded, press the **START** button to login.

Manage Network Configurations
You can manage Your Network Configuration file at any time. In order to make any adjustments, insert your network configuration disc provided by your hardware vendor and follow the manufacturer's instructions.

OPTIONS
The Options screen features six different options categories that give you total control over your game.

NBA Rules
The NBA Rules screen features 11 objective NBA rules that you can turn ON or OFF as well as four subjective rules, which you control with sliders. The further left you move a slider, the more blatant the foul must be in order to be called.

Game Play

The Game Options cover a broad list of factors that can significantly impact the game on the court.

Play Mode: Simulation is as close as you can get to an NBA game. **Arcade** mode has more forgiving gameplay settings. Most NBA Rules are turned off and difficulty is set to Rookie.

Difficulty: Set the skill level and intensity of computer players: **PRO (default), ROOKIE, or ALL-STAR.**

Game Speed: Set the player movement and overall pace of the game: **SLOW, NORMAL, or FAST.**

Pass Tag Icon: When **ON**, you can display player icons for accurate passing. When **OFF**, the feature is active, but icons are not visible.

Def. Swap Player Icon: When **ON**, you can display player icons for accurate player switching. When **OFF**, the feature is active, but the icons are not visible.

Player Energy: When **ON**, the Speed Burst button also displays a player's diminishing Energy level. When **OFF** this does not appear.

Injuries: When **ON**, players are susceptible to injuries that could keep them out for a couple of quarters or several weeks.

Ball Handler Auto Switch: When **ON**, you always control the ball handler on offense. When **OFF**, you can switch to any offensive player.

Def. Auto Guard On Inbounding: When **ON**, you automatically control the defender closest to the inbounder.

Maximum Passing: When **ON**, the amount of time you press the Pass button determines the pass type. Hold to fire off a hard chest pass or bounce pass, or quickly tap to lob a soft overhead pass.

Clutch Factor: When **ON**, players rise to the occasion and improve in clutch situations.

Freethrow Help: When **ON**, shooting free throws is simply a matter of pressing the shoot button at the right moment.

Biorhythm: When **ON**, players can go on hot and cold streaks.

Game Play Sliders

Adjusting Game Play Sliders changes the frequency or tendency of each of the individual options. Slider adjustment is the same for every option.

- To adjust a gameplay slider, highlight it, then press the **X** button to increase its frequency/tendency or the **O** button to reduce its frequency/tendency.

Presentation

Presentation options let you control the sights and sounds of the game that add to the overall NBA atmosphere.

Player Intro: When **ON**, each team's starting five is introduced before the tip off. When **OFF**, intros are skipped.

Player Celebrations: When **ON**, players turn up the enthusiasm including hanging on the rim and pumping up the crowd after monster dunks.

Action Replay: Set to **OCCASIONAL, FREQUENT, or OFF** if you would rather get on with the game.

Free Throw Routines: When **OFF**, players step up to the line and take their shots. When **ON**, they take more time to focus and loosen up.

Statistic Overlays: When **ON**, images of players and their stats are displayed to recognize a superior effort.

Ball Holder Text: Set the identifier under your player's feet. **NAME, NUMBER & POSITION, or NONE**.

Vibration: When **ON**, your control pad vibrates in your hands when the player you control absorbs a big hit or nails a monster dunk.

Score Display: Set the Score Display overlay to be **ALWAYS ON** or **FADE** to have it fade in after a score and fade out during play.

Audio: If your TV monitor supports stereo sound, you can set this option to **STEREO** for a more realistic audio experience.

Audio Presentation: Choose from four standard Audio Presentation settings or turn all audio **OFF**.

Audio Sliders: If you want to customize the audio presentation, you can adjust the audio sliders in any combination. Move the slider to the right to increase or to the left to decrease volume.

Controller Setup
In addition to the default controller setup, NBA 2K3 offers four alternate configurations. Choose the setup that fits best with your game.

Credits
Roll the Credits to acknowledge the talented folks behind NBA 2K3.

LOAD / SAVE
With the Load / Save option, you can save or load your settings, rosters, or resume any games you have saved in progress.

Load
Go to the Load screen to access any game files you have saved to your memory card and continue playing NBA 2K3.

- To load a file, from the Load screen, highlight the file you want to load, then press the **X** Button.

Save Settings/Roster
If you have a PlayStation 2 Memory Card (8 MB) inserted to your game console, you can save your options settings and roster updates at any time.

- To save your settings, roster, or playbook from the Save screen, create a new file, then use the keyboard tool to enter a name.

Delete
Free up some space on your memory card by deleting files you no longer want.

- To delete a file, from the Delete screen, highlight the file you want to delete, then press the **X** button. When prompted to confirm, select **YES**.

ROSTER MANAGER
Using the roster management options, you can release players from your roster to the free agent pool, assign players from other teams to your franchise, create new players and add them to your team, or create a custom team and stack it with all-stars.

Team Rosters
The Roster screen displays every player on each team along with detailed ratings in more than 20 categories. From the Roster screen, you can edit player ratings, and perform minor transactions.

To release a player to free agency:

1. At the Roster screen, highlight a player you wish to drop from your roster and then press the ✳ button. The Roster options appear.

2. Highlight RELEASE TO FREE AGENCY, then press the ✳ button. The player moves from your roster to the free agent pool.

   • You may not drop a player from your team if it would bring your roster below 12 players.

To assign a free agent to your roster:

1. At the Roster screen, press the **L**2/**R2** button to select FREE AGENTS.

2. Highlight a player you wish to assign to your roster, then press the ✳ button and select ASSIGN TO TEAM from the Roster options. The Select Team directory appears.

3. Highlight the team whose roster you wish to assign the player to and then press the ✳ button. The player moves from the free agent pool to the roster.

To assign a player to another team:

1. At the Roster screen, highlight the player you wish to assign to another team and then press the ✳ button. The Roster options appear.

2. Highlight ASSIGN TO ANOTHER TEAM and then press the ✳ button. The Select Team directory appears.

3. Highlight the team whose roster you wish to assign the player to and then press the ✳ button. The player moves from your roster to the other team's roster.

To trade a player with another team:

1. At the Roster screen, highlight the player you wish to trade with another team and then press the ✳ button. The Roster options appear.

2. Highlight TRADE WITH ANOTHER TEAM and then press the **X** button. The Select Team directory appears.

3. Highlight the team you wish to make a trade with and then press the ✳ button. That team's Roster screen appears.

4. Highlight the player you wish to trade for, press the ✳ button and then select **YES** to confirm. The trade is made and the players switch teams.

To edit a player's attributes:

1. At the roster screen, highlight the player whose attributes you wish to edit and the column of the attribute you wish to edit and then press the ✳ button. The Roster options appear.

2. Highlight EDIT ATTRIBUTE and then press the ✳ button. The keyboard tool appears.

3. Use the numbers on the keyboard to enter a new attribute (between 0-99). The new number appears under the attribute column on the Roster screen.

4. Repeat these steps to edit multiple attributes or attributes for other players.

Team Rotations

Using the Team Rotations options, you can decide which 12 of your players will suit up for the next game and, of those 12 active players, which five will start on the floor and which will come in off the bench. (See Active and Lineup on page 18.)

Create Player

At the Create Player screen, you can create and suit up players to add to the free agent pool. These custom players can then be assigned to any NBA 2K3 team.

To create a new player:

1. At the Player Create screen, highlight First Name or Last Name and then press the **X** Button to bring up the virtual keyboard. You can then enter a first or last name for your player.

2. Highlight Position, Jersey Number, Height, College, or Best Hand, then press the **X** or **O** Buttons to cycle through the option you want.

3. Press the **START** Button to accept and advance to the Player Appearance screen.

4. At the Player Appearance screen, highlight each of the appearance options and press the **X** or **O** Buttons to cycle through the choices until the player has the look you want. Press the **START** Button to accept and advance to the Player Accessories screen.

5. At the Player Accessories screen, highlight each of the accessory options and press the **X** or **O** Buttons to cycle through the choices until the player has the look you want. Press the **START** Button to accept and advance to the Player Attributes screen.

6. At the Player Attributes screen, you can redistribute attribute points by highlighting an attribute you think is too high and pressing the **O** Button to reduce the number and create available points. With these extra points, you can then highlight an attribute you think is too low, and press the **X** Button to increase it with whatever points you have available.

   • Each player position has three pre-set types of players to base your created player on. You can then adjust these templates to create a custom player to your liking.

   • To cycle through the three player attribute sets, press **L2/R2**.

7. When you are satisfied with your player's attribute settings, press the **START** Button. The completed player is then added to the free agent pool.

Sega Sports Tip: To add your created player to your team in Franchise, Season, or Playoffs Mode go to Sign Free Agent in the mode and sign your created player to your team.

Create Team

To create a new team, follow the simple step-by-step process. When you complete the final step, the team is added to the NBA 2K3 lineup.

To create a new team:

1. At the Team Create screen, highlight CITY and then press the **X** Button to bring up the virtual keyboard. Enter a home city from which your team will be based.
2. Highlight TEAM NAME and then press the **X** Button to bring up the virtual keyboard. Enter a name for your team.

3. Highlight SHORT NAME and then press the **X** Button to bring up the virtual keyboard. Enter a three-character name, which will then appear on in-game score overlays to designate your team.

4. Highlight UNIFORM and then press the **X** or **O** Buttons to cycle to the original uniform style you want.

5. Highlight COACH FIRST NAME, then press the **X** Button to bring up the virtual keyboard. Enter a first name for your coach.

6. Highlight COACH LAST NAME, then press the **X** Button to bring up the virtual keyboard. Enter a last name for your coach and then press the **START** Button to accept and advance to the Team Create Sign Players screen.

7. At the Team Create Sign Players screen, highlight your favorite players from any team or the Free Agent pool, press the **L2** or **R2** button to scroll through all the NBA teams, then press the **X** Button to add them to your new team's roster.

8. When you are satisfied with your roster, press the **START** Button one more time. The completed team will be added to the NBA 2K3 lineup.

Sega Sports Tip: To add a created team to Franchise, Season, or Playoffs Mode set Customize League to **ON** before starting that mode.

Playbook Manager
The Playbook Manager options let you choose which four offensive plays to load into your Offensive Plays Menu and which four defensive plays to load into your Defensive Plays Menu for quick access during the game. (See Offensive Plays and Defensive Plays on page 10.)

Downloaded Rosters
Connect via the Internet to SEGASPORTS.COM to download the latest updated rosters, so you can keep your rosters current as the NBA season progresses.

Reset Roster
Reset all NBA 2K3 team rosters to the defaults. This is the way they were set up when you first opened your game.

SEGA SPORTS CHALLENGE
Sega Sports Challenge is an exciting new mode of play that takes the competition to the next level. In SSC, you can record your personal stats, then post 'em online at SEGASPORTS.COM to see where you rank against the world's best. Prizes and bragging rights await!

After you complete an SSC game, return to the Sega Sports Challenge screen to receive your Challenge Codes. You will earn codes for Per Game Averages and Single Game Records – one code for PGA and one code for each SGR category.

Go to SEGASPORTS.COM and enter your codes to see where you rank and find out if you qualify to win. Each time you enter a code, your chances increase. Good Luck!

User Records
Enter your name in order to compile and save your personal NBA 2K3 stats. These are the numbers you'll pit against other 2K3 ballers in the SSC.

To enter a user name:

1. From the Sega Sports Challenge screen, select USER RECORDS. The User Records screen appears.
2. Select CREATE NEW USER. The Enter New User Name screen appears.

3. Use the keyboard tool to type in the name you want and then press the START button. The User Records screen appears with your user name in the list.

   • To use this user name in a game, at the Team Select screen, after choosing a team, press the **L**2/**R2** button until the user name appears on your control pad icon, then press the START button to proceed.

Enable Challenge

To begin the Sega Sports Challenge, select ENABLE CHALLENGE. This sets all rosters and settings to their defaults so that you are playing the same game as all other SSC participants.

- When in Sega Sports Challenge mode, this option becomes DISABLE CHALLENGE.

- To exit Sega Sports Challenge mode, select DISABLE CHALLENGE to exit Sega Sports Challenge mode.

Per Game Average Board

As you play multiple games in Sega Sports Challenge mode, your statistics are calculated over time to show your per game average in these 11 key categories. To view stats tracked by another user name, press the **L**1/**R1** button to cycle users.

Single Game Record Board

The Single Game Records board displays your best performance in each of 11 categories along with a Challenge Code for each record category.

- To view records tracked by another user name, press the **L**1/**R1** button to cycle users.

Save Challenge Records

A PlayStation 2 Memory Card (8 MB) is required to participate in SSC. Make sure you save before you power down in order to keep your stats up-to-date.

- To save your statistics, from the Save Challenge Settings screen, create a new file and then use the keyboard tool to enter a name.